

INSTRUCTIONAL BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



Thank you for selecting the Kirby's Dream Land™3 Game Pak for the Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

*© 1997 HAL Laboratory, Inc./Nintendo.
™ & ® are trademarks of Nintendo of America Inc.
© 1997 Nintendo of America Inc.



CONTENTS

Story	2
Kirby & Goopy	8
Controller Info	10
Attack!	14
Kirby's Friends	21
Getting Started	24
Mini-Game Fun	30
Items	32
Level Info	34
Warranty & Service Info	36

Kirby, our hero, makes his home in Dream Land, which is located on PopStar. PopStar is a small, peaceful planet at the edge of a vast universe.



One day, Kirby and Goopy went fishing. Birds were singing. The sun was shining. It was such a nice day that they felt more like napping than fishing.



As Kirby and Gooney relaxed, they noticed a black, cloud-like object appear in the PopStar sky!

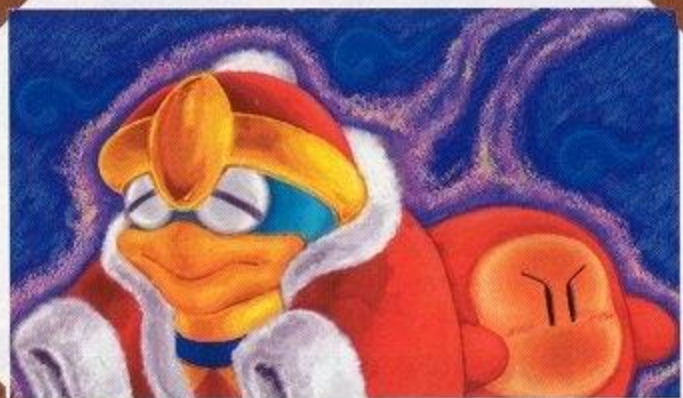


The black object started to spit out small clouds. These clouds were scattered everywhere.

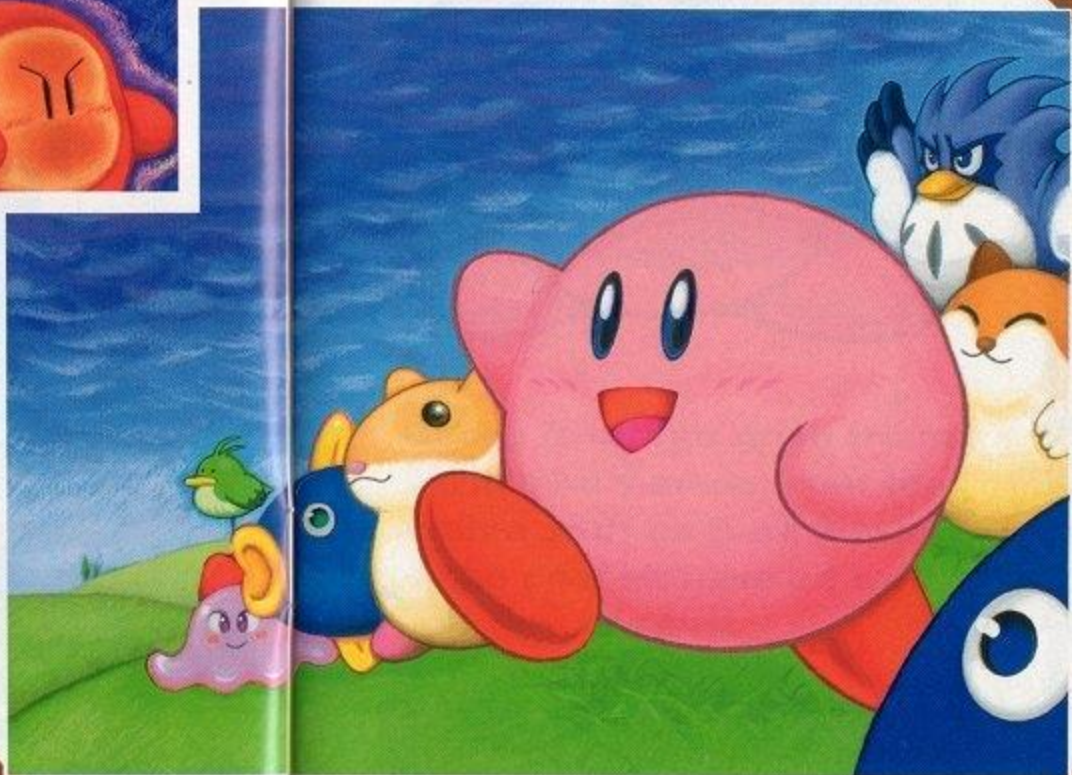


Just then, Coo appeared, looking panicked. "Hurry, Kirby!" he said. "PopStar's in BIG trouble!"





The small clouds took control of King Dedede and his minions. They started to do terrible things!



Now, Kirby and his friends have left to get rid of these strange clouds and save PopStar!

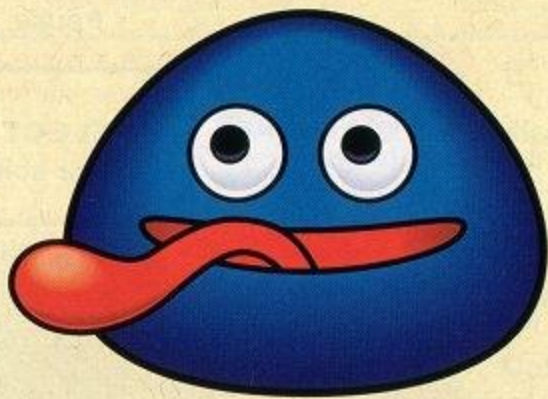
KIRBY



Hi, I'm Kirby!
PopStar is in **BIG** trouble.
Gooley and I are going to get
to the bottom of this.
Wish us luck!

||| To operate Kirby,
use Controller 1. |||

GOOEY



Gooley is Kirby's good friend.
While he's made from the
same stuff as Dark Matter,
he doesn't have an evil
spirit.

||| Operate Gooley with Controller 2
or let him go on his own! |||



CONTROLLING KIRBY



Walk

Dash
(tap twice & hold)

Duck



Drop down



Inhale and copy



Enter a door

START
PauseSELECT
Release ability

Y Button

Inhale



Attack

There are many
attacks available
(see page 14 for more info).

X Button

Grab a friend/Release friend



UNITED!



A Button

Inhale and copy

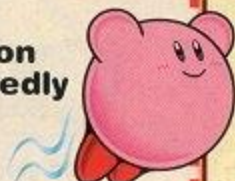


Call Gooley



B Button

Jump

Press
B Button
repeatedly
to fly

Slide





CONTROLLING GOOEY

Goopy is Kirby's friend. Either Controller 2 or the computer can operate him.



CAUTION!

When I am called to appear, Kirby's health is slightly reduced. When Kirby inhales me, his health is increased.



A

Press the A Button to make Goopy appear!

If you want to remove Goopy from your adventure. . .

1. Kirby can inhale and swallow Goopy.
2. Press A Button repeatedly on Controller 1 (when one player is playing).
3. Press A Button repeatedly on Controller 2 (when two players are playing).



In a one-player game. . .

If Player 1 presses the **A** Button, CP Goopy will appear. CP Goopy is controlled by the computer.



But in a two-player game. . .

If Player 2 presses the **A** Button, Goopy will appear. Goopy can join the game any time.

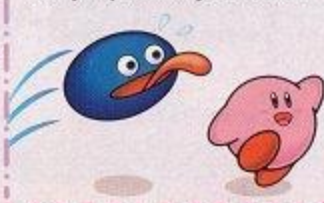
Controlling Goopy

Goopy has the same moves as Kirby. The **A** Button has the following additional functions:

Get rid of Goopy!
(Press A Button repeatedly)

Space Jump

If Goopy's left alone for awhile, he'll jump to Kirby's location.



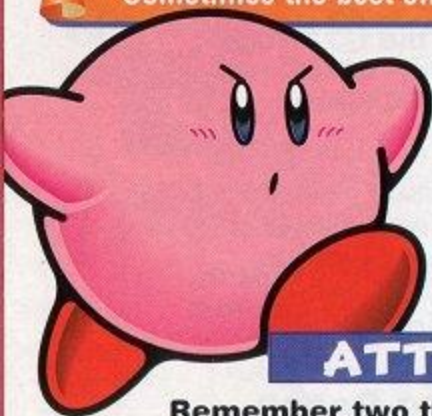
Hey, where'd Goopy go?

A

Kirby may have inhaled him. Quick, spit him out!



Sometimes the best offense is a good defense!



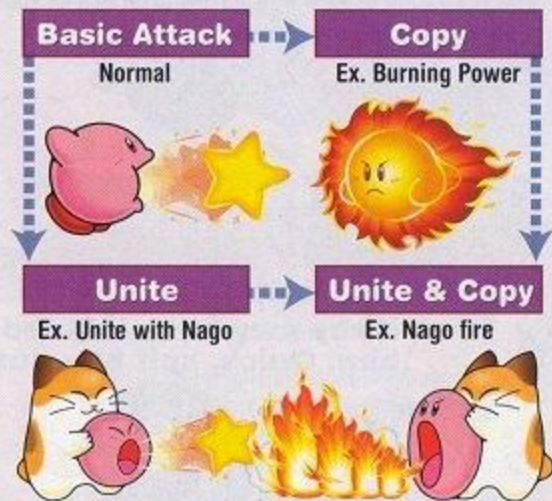
I can use the same attacks as Kirby!



ATTACK!

Remember two things, Copy and Unite. Combining these two will pump you up! Depending on the combination, though, you may be powered-down.

Attack Chart



Attack Rule No. 1 - Basic Attack

On the ground...

Y 1. Press the Y Button to inhale.



Y 2. Press the Y Button to spit out.



When Kirby spits out an enemy or block, it will appear as a star. Make sure to aim the star at an enemy! If Kirby inhales more than two enemies or objects at the same time, they become a powerful piercing bullet!



I can only inhale one at a time.

In the air...

Kirby can spit out an air bullet by pressing the Y Button. It's not as powerful as a star.



Under water



Kirby spits out a water bullet by pressing the Y Button, but it's not as powerful as a star.

I can attack the same way under water and on the ground.



Attack Rule No. 2 - Steal enemy abilities. Copy eight different abilities!

Copying abilities

You can inhale an enemy with a special ability and make that ability yours.

For example, if you swallow these enemies

KeKe



Clean



Rocky



Stone



Waddledee



No special abilities



How to Copy

1. Inhale an enemy (press the **Y** Button).



2. Swallow it (▼ on the + Control Pad or the **A** Button).



3. Copy complete



To use a copied ability, press the **Y** Button. To release it, press **SELECT**. The copied ability will stay with Kirby when he goes to the next level.

Burning



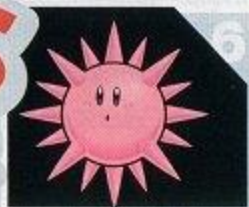
Stone



Ice



Needle



Broom



Parasol



Cutter



Spark



If Kirby takes too much damage, or if you press **SELECT**, Kirby will lose the copied ability. Swallow the star that appears to recover the ability.

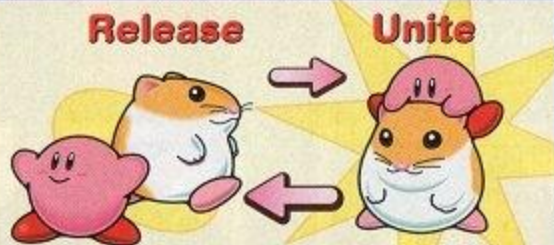
DAMAGE!



Attack Rule No. 3 - Never underestimate the power of a friend!

Press the X Button when Kirby is near a friend to unite them. Keep in mind that you can only unite with one friend. Kirby and Gooley cannot unite at the same time.

How to Unite/Release



Anytime, anywhere, press the  Button to unite or release a friend. The united friend will stay with Kirby when he goes on to the next level.

We'll travel with you!



Rick



Kine



Coo



Nago



ChuChu



Pitch

KIRBY'S FRIENDS

Select a friend who fits the situation. Remember these three?



RICK

On the ground, Rick's the best.
He won't slide on ice!
Hop on Rick and get cruisin'!

KINE

Under water, Kine can get the job done. Strong currents are no problem! Kine's a great swimmer.



COO

In the air, it's Coo to the rescue.
Storms and strong winds are a piece of cake!
Coo can fly like an eagle.

Which friend should I pick?



To help Kirby, friends are standing by in many locations. If Kirby is hit while uniting with a friend, his friend will have to return to the stand-by location.



KIRBY'S NEW FRIENDS



NAGO

I can perform a triple jump.
Hop on me!

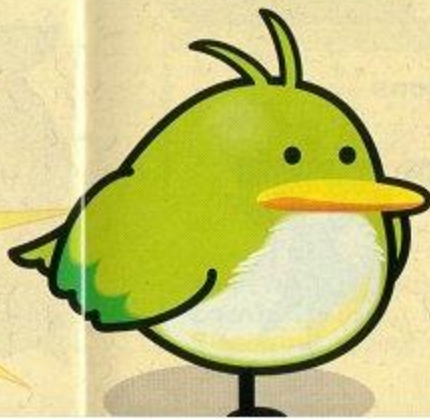
CHUCHU

I can stick to ceilings!
I can also fly, but not very well.



PITCH

Don't forget me!
I can make some copied abilities better!

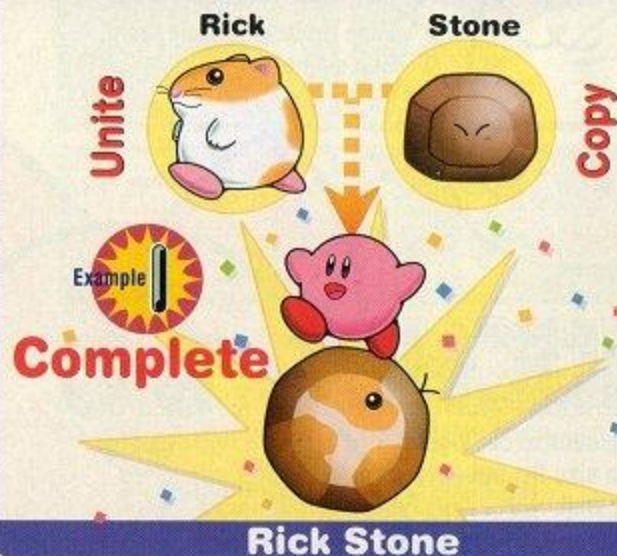


Attack Rule No. 4 - Which Kirby is the best?

Unite + Copy = ???

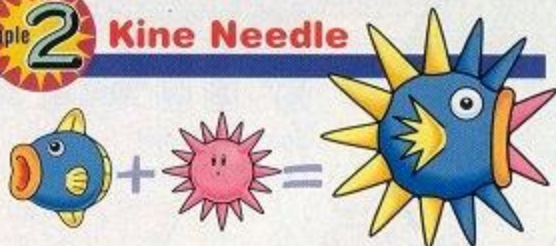
After uniting with a friend, Kirby can perform powerful attacks if he has a copied ability. Some copied abilities may be useless...

For example...

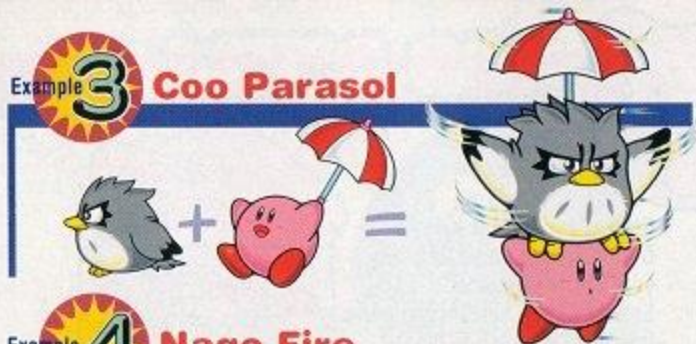


More combinations...

Example **2** **Kine Needle**



Example **3** **Coo Parasol**



Example **4** **Nago Fire**



Example **5** **ChuChu Clean**



Example **6** **Pitch Spark**



There are many other combinations; in fact, there are a total of **48** See how many you can make!



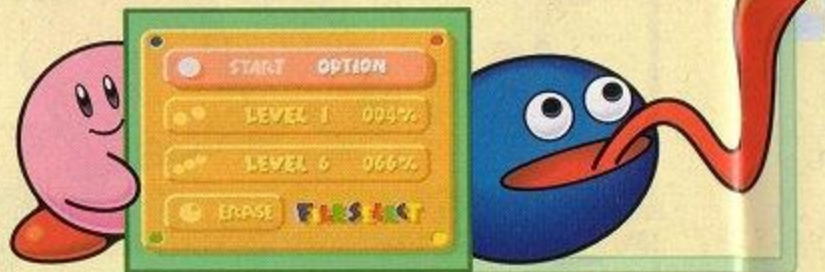
GETTING STARTED

Correctly insert the Kirby's Dream Land 3 Game Pak into your Super Nintendo Entertainment System and move the POWER switch to the ON position. When the Title screen appears, press START and the File Select screen will appear.



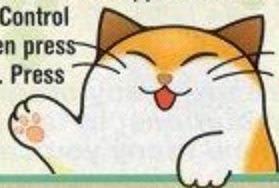
File Select Screen

Your adventure will be saved to one of three selected files. Select the desired file with the + Control Pad and press START to confirm. Press the B Button to cancel.



To Erase a File

When ERASE is selected, a bomb will appear. Move the bomb icon with the + Control Pad to the desired file, then press the A or Y Button to erase. Press the B Button to cancel.



LET'S GO!



Press START to begin the game.



GOOD LUCK!

What's Option?

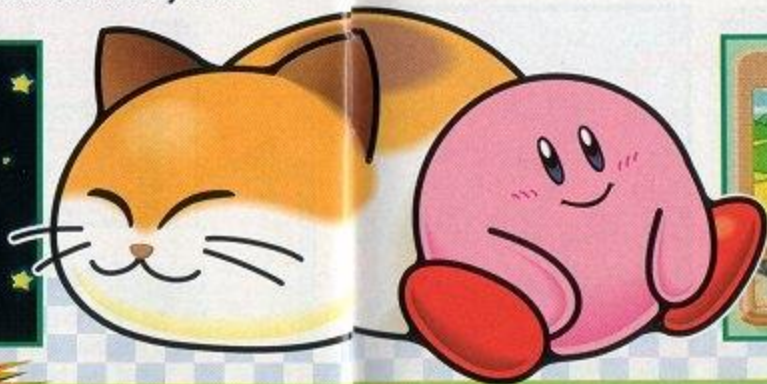
At first, you'll only be allowed to change game music from mono to stereo. As you progress, more options will be available to you.

What other options?
Find out for yourself!



World Map

To select a level, move Kirby with the + Control Pad, then press **START** to confirm. At the beginning, you can only go to Level 1. Later, you can go back to levels you've finished. The levels you can't go to are covered by black shadows.



Level Map

Each level consists of six stages. When you finish a stage and defeat a boss, a Warp Star will appear. Hop on the Warp Star to go to the next level.



Collect Heart Stars!

A boss will appear in the last stage of every level. The boss is controlled by a sinister force. To break the spell, you'll need to collect a Heart Star from every level.

Collect Heart Stars and...



I got it!



Check the Level Map

Heart Stars...

Sometimes you may get a Heart Star if you save someone in trouble. Listen to the hint sound for help.

ChuChu can help!

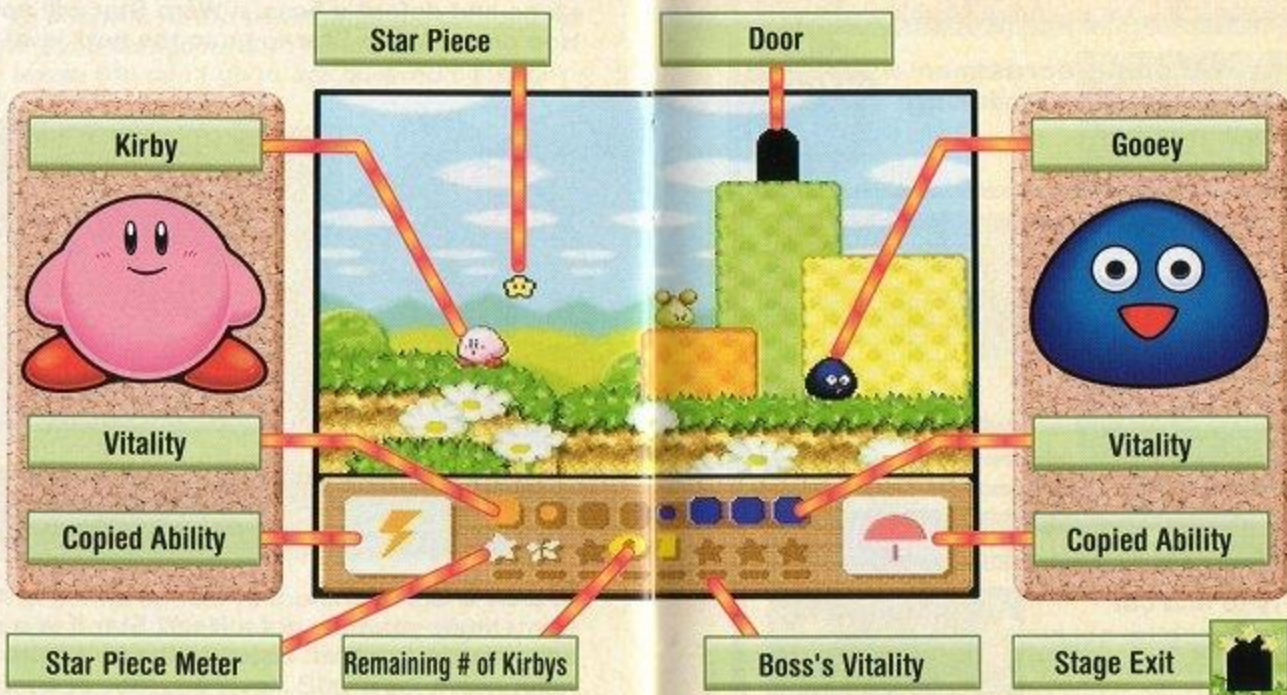
Your objective will vary from stage to stage, but it will be one of three things:

1. Do something with a flower
2. Do something with a friend and/or ability
3. Do something secret...



Hurry, Kirby! Get those clouds!

KIRBY



GOOPY

Vitality

Every time you take damage, your vitality will be reduced. When it becomes zero, you will lose one Kirby.

Remaining # of Kirbys

Increase the number of remaining Kirbys by collecting 1-UPs and Star Pieces.

Boss's Vitality

Keep a close eye on the boss's vitality when fighting.

Current Ability

If you have an ability, the corresponding icon will appear.



Star Piece



These appear during Kirby's adventure. Collect 30 star pieces to receive an extra Kirby.



Mini-Game Fun!

Kirby will come across several mini-games during his journey.



1. Which Gordo was thrown?

Watch carefully and see which Gordo was thrown.



2. Where's the eel?

Try to find out which pot the eel is hiding in.



3. How many of the same face are there?

See if you can guess how many same-faced Gordos appear.



4. How many of the same color are there?

Guess how many Gordos of the same color there are.



5. What was that sound?

Find out which Gordo makes the same sound as the frying pan.



Goal Game

At the end of a stage, you'll have the chance to grab a helpful item. Press the B Button to jump. If you jump just right, you may get something useful!



If Goopy is playing, he can also jump.

Near ↔ Far

Grab the items!

In several places, you'll find useful items falling from the sky. Don't miss them!



Maxim Tomato
Vitality is fully recovered.



Energy Drink
Vitality is partially recovered.



Invincible Candy
Kirby becomes invincible for a short period of time.



Maxim Tomato and Invincible Candy also work on Gooley.

1 UP

Remaining number of Kirbys will increase by one. If Gooley gets a 1-Up, Kirby will receive an extra life.



Star Piece

Collect 30 star pieces to receive a 1-Up. They could be hiding anywhere!



Warp Star

Use it to travel between levels.



Game over!

Don't give up! You're the only hope!

When Kirby's vitality reaches zero, the number of remaining Kirbys will be reduced by one. When Kirby runs out of lives, the game will be over.

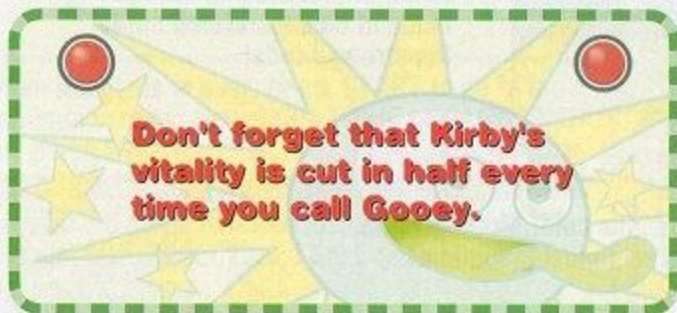
GAME OVER



On the Game Over screen, press the A Button to return to the Title screen.

Gooley can keep playing as long as Kirby is alive.

Don't forget that Kirby's vitality is cut in half every time you call Gooley.





LEVELS

In this adventure, there are mountains, valleys, clouds and snow.



Level 1 - Grass Land

Boss: WhispyWoods

In the wild nature of Grass Land, master the basic operations of the game while taking in the scenery.



Level 2 - Ripple Field



Boss: Akro the Whale

A small island floating on a large ocean. Kirby's not the best swimmer, but don't give up!

Level 3 - Sand Canyon

Boss: Raccoon & Fox

This is one big sand box! Don't faint from the heat!



Level 4 - Cloudy Park



You'll find caves and castles made of clouds. Watch out for the strong winds!

Level 5 - Iceberg

Brrr...it's cold! Don't give up. You're almost to the end!



Tricks of the Trade

Try sliding ▼ + B in narrow spots.



On the File Select screen, % tells you how much of the game you've completed.

Some enemies cannot be inhaled.



Don't get caught in the wall or you'll be flattened!

Be careful where you fall. Some places are safe, while others are not.



If you get hit, you'll be invincible for a brief period of time. Use it to your advantage!

When the game is over, press START to go to the Continue screen. Select CONTINUE or GAME OVER and press START.

To reset the game (without losing saved data), press START, SELECT, and the L and R Buttons at the same time.



WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.



3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH AN INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo
AUTHORIZED REPAIR CENTERS™
1-800-255-3700

Nintendo

NINTENDO OF AMERICA INC.
P.O. BOX 957 REDMOND, WA 98073-0957 USA

PRINTED IN JAPAN